

PEOPLE

on the

MOVE

Human Resources reports the following personnel changes:

Key Personnel Assignments

Jay Greene was named chief engineer, Johnson Space Center.

Vernon Nixon was selected as chief, Security Office, Center Operations Directorate.

Allen Flynt was named deputy manager, EVA Project Office.

Mike Mankin was named lead, EVA Technology and Russian Integration, EVA Project Office.

Glenn Lutz was named lead, EVA Hardware Development, EVA Project Office.

Dick McMinimy was selected as technical assistant to the chief of the security office, Security Office, Center Operations Directorate.

Jeff Arend was selected as manager, System Integration and Analysis Office, Program Integration Office, International Space Station Program.

Bruce Luna was named manager, Management Integration Office, International Space Station Program.

Pat Pilola was named deputy manager, Management Integration Office, International Space Station Program.

Bob Egusquiza was selected as chief, Power Systems Branch, Energy Systems Division, Engineering Directorate.

Additions to the Workforce

Amy Voigt joins the Legal Office as a law clerk.

Jennifer Krause joins the Institutional Procurement Office, Office of Procurement, as a contract specialist.

Karen Adams joins the Projects Procurement Office, Office of Procurement, as a contract specialist.

Kim Wilson joins the Human Resources Management Branch, Human Resources Office, as a human resources representative.

Justin Bowen joins the Orbit Dynamics Branch, Flight Design and Dynamics Division, Mission Operations Directorate, as a trajectory design analyst.

Gavin Mendeck joins the Ascent/Descent Dynamics Branch, Flight Design and Dynamics Division, Mission Operations Directorate, as a trajectory design analyst.

Sean Fuller joins the Operations Division, Mission Operations Directorate, as an operations lead.

Deon Brown joins the Systems Training Branch, Space Flight Training Division, Mission Operations Directorate, as a training instructor.

Douglas Branham joins the Communications and Data Systems Branch, Systems Division, Mission Operations Directorate, as a flight controller.

Randolph Lillard and Darby Vicker join the Applied Aeroscience and Computational Fluid Dynamics Branch, Aeroscience and Flight Mechanics Division, Engineering Directorate, as fluid mechanics engineers.

Stacie Bennett joins the Electronic Design and Development Branch, Avionic Systems Division, Engineering Directorate, as an avionics systems engineer.

Kris Romig joins the Propulsion and Fluids Systems Branch, Energy Systems Division, Engineering Directorate, as a liquid propulsion systems engineer.

Kevin Smith joins the Engineering Resources Management Office, Office of the Chief Financial Officer, as a program analyst.

Stanley Whalen joins the Cost Accounting, Reporting, and Property Branch, Financial Management Division, Office of the Chief Financial Officer, as an accountant.

Jennifer Rivera joins the Institutional Resources Management Office, Office of the Chief Financial Officer, as a program analyst.

Don Totton joins the Safety and Mission Assurance/Program Risk Office, International Space Station Program, as lead of the Payload Safety Review Panel.

Michael Zigmund joins the White Sands Test Facility as an environmental engineer.

OUT&ABOUT



Photo by Michael Ruiz  
The festive sounds of the Mariachi Los Gallitos filled the air at the 17th Annual Mexican American Engineer and Scientists Scholarship Banquet held August 4. Former NASA Flight Director Gene Kranz, center, presented the keynote address on his new book, *Failure Is Not An Option*. To his right is MAES Secretary and JSC Ascent Analyst Laurie Carrilo. For more information about MAES, contact Carrillo at x45203.

Carlton Allen joins the Earth Science and Solar System Exploration Division, Space and Life Sciences Directorate, as the astromaterials curator.

Diana Risin joins the Medical Sciences Division, Space and Life Sciences Directorate, as the assistant manager for science in the Cellular Biotechnology Program.

Promotions

G. R. Kolb was selected as a contracting officer in the Space Station Procurement Office, Office of Procurement.

Michael Lonchambon was selected as a contracting officer in the Projects Procurement Office, Office of Procurement.

Reassignments to Other Centers

Ann Hutchison moves to Ames Research Center.

Reassignments to Other Directorates

Troy Estes moves from the Engineering Office, White Sands Test Facility, to the Office of the Chief Information Officer.

Jennifer Mendeck moves from the Engineering Directorate to the Mission Operations Directorate.

Leslie Schaschl moves from the Mission Operations Directorate to the Engineering Directorate.

Linda Ham moves from the Mission Operations Directorate to the Space Shuttle Program Office.

Garland Bauch moves from the Space Shuttle Program Office to the Safety, Reliability, and Quality Assurance Office.

Merrylee Weber moves from the Center Operations Directorate to the Safety, Reliability, and Quality Assurance Office.

Karl Zimmer moves from the Engineering Directorate to the International Space Station Program Office.

Retirements

Leonard Nicholson of the Office of the Associate Director.

Robert G. Musgrove and Bill Schneider of the Engineering Directorate.

Richard Swalin of the Space Shuttle Program Office.

Constantinos Katsikas of the Safety, Reliability, and Quality Assurance Office.

Gilbert Whittaker of the White Sands Test Facility.

Resignations

Robert Yowell of the EVA Project Office.

Correction

Shown in the photo of the Expedition 1 crew on Page 4 of the August 25, 2000, issue are, from left, Yuri Gidzenko, Sergei Krikalev and Bill Shepherd.

NASA BRIEFS

DEEP SPACE 1 SPACECRAFT KEEPS GOING... AND GOING...

It has the little engine that could, and the pint-sized power plant on board NASA's Deep Space 1 probe has been doing it longer and more efficiently than anything ever launched. The spacecraft, designed to test new technologies, has run its unique propulsion system for more than 200 days (4,800 hours).

"The ion propulsion engine on Deep Space 1 has now accumulated more operating time in space than any other propulsion system in the history of the space program," said John Brophy, manager of the NASA Solar Electric Propulsion Technology Applications Readiness project, at the agency's Jet Propulsion Laboratory.

Unlike the fireworks of most chemical rockets using solid or liquid fuels, the ion drive emits only an eerie blue glow as ionized (electrically charged) atoms of xenon are pushed out of the engine. Xenon is the same gas found in photo flash tubes and many lighthouse bulbs.

The almost imperceptible thrust from the system is equivalent to the pressure exerted by a sheet of paper held in the palm of your hand. The ion engine is very slow to pick up speed, but over the long haul it can deliver 10 times as much thrust per pound of fuel as more traditional rockets.

Previous ion propulsion systems, like those found on some communications satellites, were not used as the main engines, but only to keep the satellites on track. Deep Space 1 is the first spacecraft to use this important technology as its primary means of propulsion. The NASA Space Electric Rocket Test 2, launched into Earth orbit in 1970, had the previous record for ion propulsion, thrusting for about 161 days.

The ion particles travel out at about 68,000 miles per hour. However, Deep Space 1 doesn't move that fast in the other direction, because it's much heavier than the ion particles. By the end of the mission, the ion engine will have changed the spacecraft's speed by about 6,800 mph (over 11,000 kph).

The only other system that has operated longer is a ground-based replica of the spacecraft's engine. The ongoing extended-life test, being done in a vacuum test chamber at JPL, has run its ion propulsion system for almost 500 days (12,000 hours) and is scheduled to complete nearly 625 days (15,000 hours) by the end of the year.

The Deep Space 1 ion engine could have a total operating time of more than 583 days (14,000 hours) by the end of its mission in the fall of 2001.

More information can be found on the Deep Space 1 Home Page at:

<http://nmp.jpl.nasa.gov/ds1/>

VIDEO GAMES MAY LEAD TO BETTER HEALTH

For decades doctors have used biofeedback as a way to help control stress and tension. Now NASA technology adds a new twist by combining this mind-over-matter technique with the hand-eye coordination of video games.

According to researchers at NASA's Langley Research Center, the results may actually improve and protect a player's mental and physical health.

This unique interactive system, tested at Eastern Virginia Medical School in Norfolk, trains people to change their brainwave activity or other physiological functions while playing popular off-the-shelf video games. This is accomplished by making the video game respond to the activity of the player's body and brain.

Signals from sensors attached to the player's head and body are fed through a signal-processing unit to a video game joystick or other control device. As the player's brainwaves come closer to an optimal, stress-free pattern, the video game's joystick becomes easier to control. This encourages the player to produce these patterns or signals to succeed at the game.